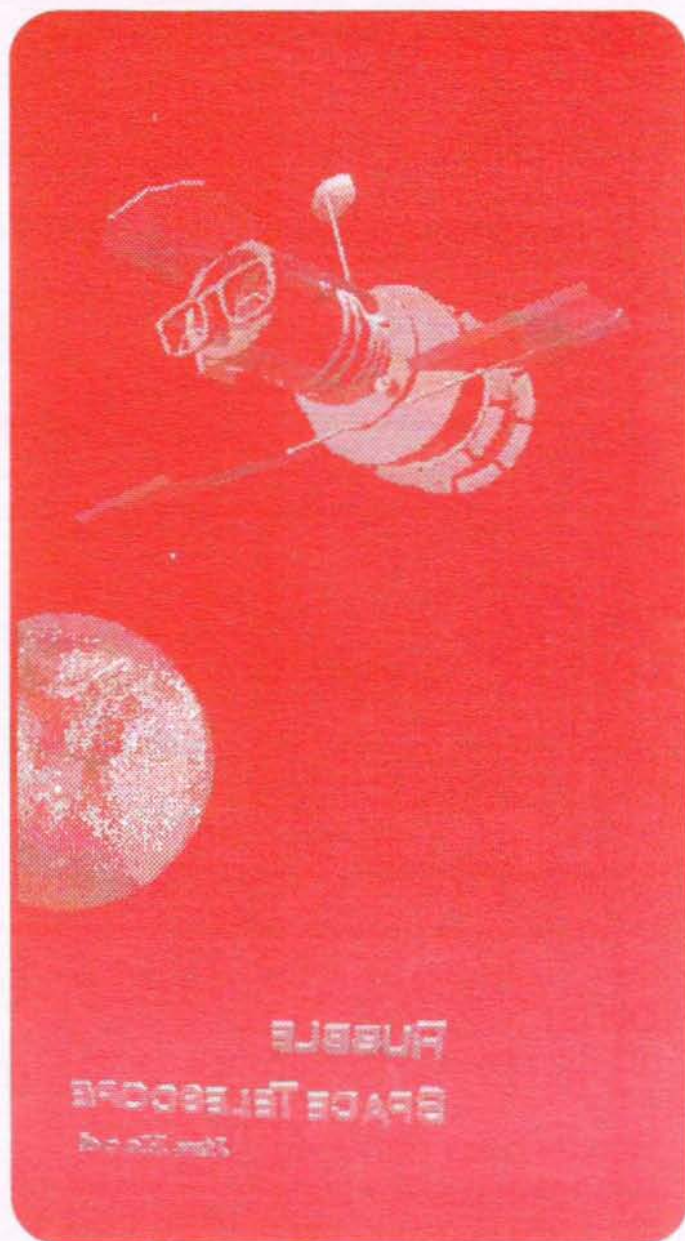
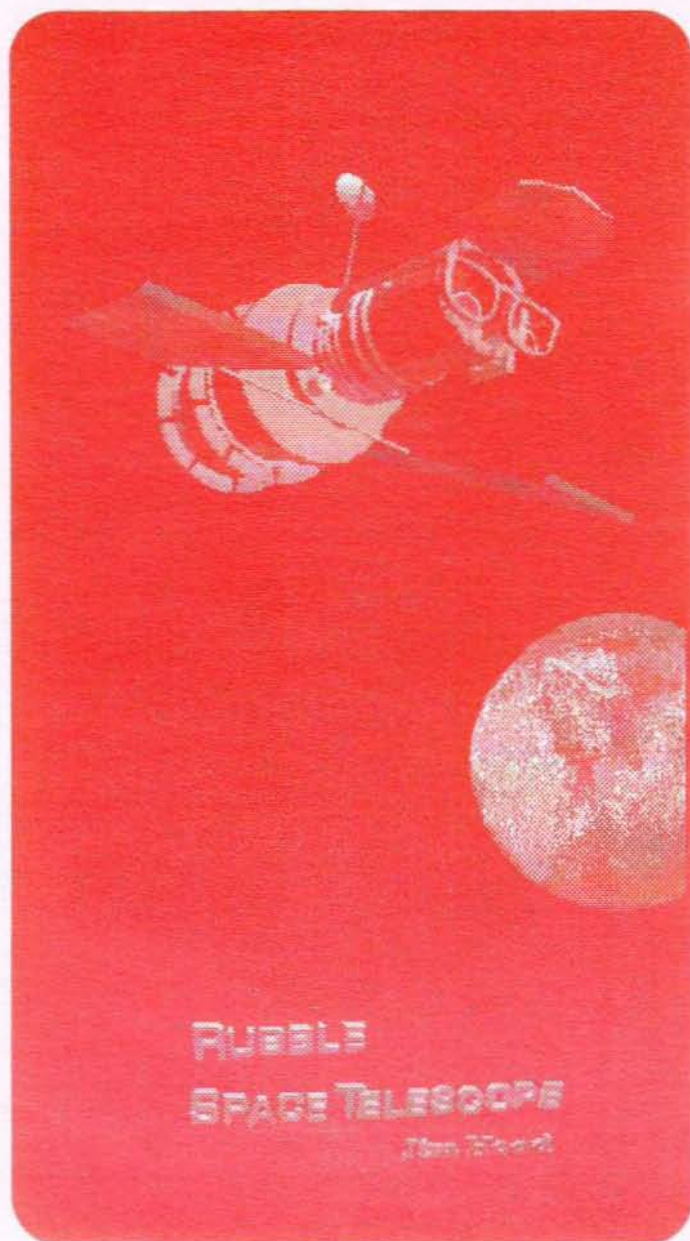


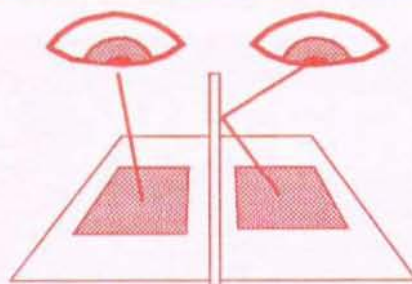
SLCC JOURNAL

San Leandro Computer Club

September, 1990

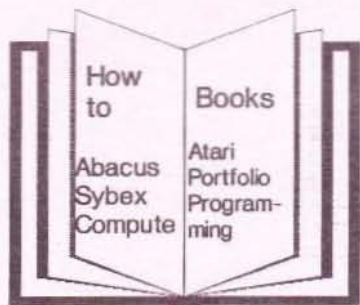


To View: Hold mirror perpendicular to page, between images, facing right image. Look at right image in mirror with right eye. Look directly at left image with left eye. Wiggle mirror until both images overlap.



MICROWORLD

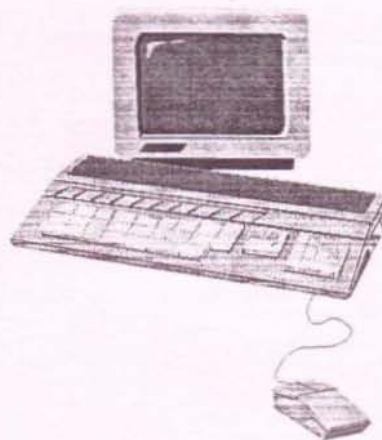
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Editor: DeWayne Stuart (887-3028)
(Lies, more LIES!!)

Lackey: Jim Hood
Gofer and General Pain:
Keith Sammons



Many thanks to those who take the time and effort to contribute to this publication! If we haven't used your submittals in the past - KEEP TRYING. The thrill of eventual publication is worth the agony of a few rejections!

San Leandro Computer Club

P.O. Box 1506

San Leandro, CA 94577-0374

An independent, non-profit organization of Atari microcomputer users. Membership provides access to the club print and magnetic libraries, subscription to the **Journal** and participation in club activities. See membership application elsewhere in this issue for details on an opportunity you can't pass up.

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Vice-President	Bob Woolley	865-1672
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Gen. & ST	Keith Sammons	887-2008
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Print Librarian:

8 & 16-Bit	Einar Andrade	484-4484
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Technical Advisers:

Mach. Lang.	Frank Daniel	471-8133
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Publishing SIG	Ray Thomas	791-9158

Disk Librarians:

8-Bit	Glenn Fowler	530-7128
16-Bit	Ken Hinton	339-8055

C O N T E N T S

September • 1990

FEATURES Page

No 8 bit madness! (the Twilight Zone)
Bob Woolley Works On His House. (Film at 11)

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Cheat/help/hints for some of those tough ones..
(From "the Source BBS New Zealand via ST ACE")

DEPARTMENTS

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Watch out, school's opening....!

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If You've Got The Money, We've Got The Club

MESSAGE FROM THE PRESIDENT BACKCOVER
Keith Sammons

SEE YOU AT THE MAIN MEETING

September 4th

Advertising Rates: Full page for 3 Issues \$100. Single issue prices are Full page \$50, Half page \$30, Quarter Page \$18, and Business Card size \$5.

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EDITORIAL RAMBLINGS

DeWayne Stuart

I have a few things to mention this month, having survived our first Desktop Publishing SIG meeting, and played with the new clip art disks from Kings Domain.

The DTP SIG met at my shop in Hayward. Having overestimated my time and room constraints, I hadn't cleared the space I had hoped to use for the meeting, but the five of us managed to almost fit around the systems. We set up the back page of this month's *Journal*, talked about various solutions to DTP problems, and sat down and played with some files.

We learned that Ultrascript won't accept a filename with a leading numeric character. (This took a bit of stewing, though we got it in the end!)

Another note about using PageStream with PostScript output: You may see text displayed on the screen, and even printed from PageStream perfectly. When printed using PostScript output, some of your text might be missing. PageStream allows an object with "white space" to display superimposed text even if the object is "in front of" the text. PostScript may make the

"white space" opaque. To solve this, make sure your graphic object is set "to the back" and the text column fill style is "Clear".

I demonstrated how I keep my reluctant SLM804 printer in line. (Pound vigorously on its side, until it straightens up.) I printed a few files for Ray. (See above notes about numerical characters in filenames.)

Demonstrated some of Image Cat 2.0's features and output. This is a cataloger and viewer for clipart and regular picture files. It allows you to print up to 15 images on each page, including the filenames, directory locations, and statistics of each file.



This led into the clip art disks. The club now owns 22 double-sided disks full of .IMG clip art. This collection cost \$80 from Kings Domain, a



public domain software dealer. He said we could put them in our library, for member usage. The total disk space is around 15 megabytes. I had to assign another drive to just store art. As can be expected, some of these files are low resolution, or just poor quality. A majority of them are quite decent, and some are excellent. I'll try to scatter a few around these pages to give an idea of the variety and quality.

Once I have pounded my SLM804 into reasonable shape, I'll try to get them nicely cataloged for the 16 bit software chairman. According to good 'ole Item Selector III, there are over 1100 images, some of them with multiple items.

Next month Jim Ahrens is planning to give us PageStreamers a demonstration of the powers of Calamus. If you're interested, stop by.



President Sammons
asks for volunteers

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Hints and Cheats

from "The Source BBS"
Palmerston North, New Zealand
via ST ACE,
ST ACE of Sonoma County

Ever been frustrated by your favorite game and thought it would be great if there was a cheat mode built into the game? Read on Mac Duff.

DEFENDER OF THE CROWN

Hold down 'k' on the keyboard while the game is loading. This will give you a home army of 1024 knights and a campaign army of 1024 knights. Do you get the joke here? (Knights/Bytes)

PLATOON

This one's cute. Type in 'Hamburger' at the title screen. The word 'Cheat' will appear below the credits. Press your joystick button, then [F%] when the jungle screen comes up. Your man is now invulnerable to the attacks of the little Commie @#!!\$&*s. From here [F1] starts you where you are, [F2] puts you at the location of the explosives, [F3] takes you to the bridges that you have to blow up, [F4] takes you straight to the village where the entrance to the tunnels is hidden in one of the huts. From here on the cheat no longer works, the game runs as normal and you can die but it



ARKANOID

Press the Spacebar (Pause), then type 'DSIMAGIC', press Space again and catch the Pill falling from the center of the screen. Once you have done this you can call up extra paddles, laser turret, etc. by typing the appropriate letter on the keyboard. 'F' will take you to the final screen and the confrontation with 'DOH' (He's the dude that trapped you at the beginning of the game).

BARBARIAN

Type '04-08-59' (that's the author's birthday) to make Hegor immortal. You will have to retype it every time the disk drive accesses, and your background should be gray instead of black. the only problem with this one is that you can't complete the

game 'cause you can't kill the bad guy. You can see all the screens right to the bottom though.

MENACE

This one's a bit tricky - type 'XR31TURBONUTTERBAS-TARD' while the game is in progress. Try doing that without getting killed off! You should now have a large supply of shields, cannon and lasers. They will run out eventually so you have to type it in again.

NEBULUS

Type 'HEL-LOIAMJMP' on



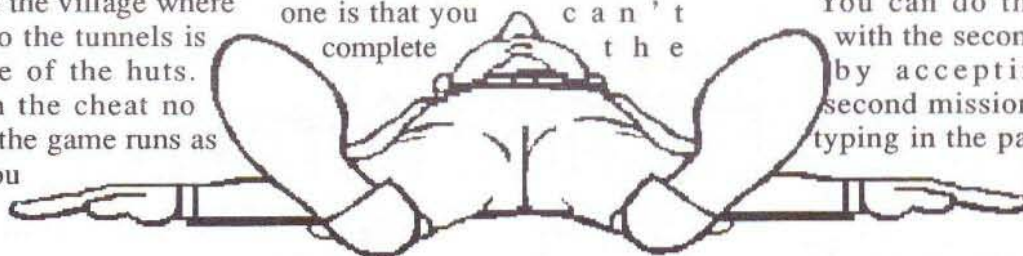
the
title

screen.

This gives you unlimited Pogos, and you can go to each of the eight unfinished towers by hitting a function key.

You can do the same with the second group by accepting the second mission before typing in the password.

The author's



name is John M. Phillips, by the way.

THE EMPIRE STRIKES BACK

Here's a goody! Ever wonder how they got the picture of Luke and Darth Vader on the screen shots in the advertisement? Here's how: Hold down the Help key and type 'XIFARGROTKEV' on the title screen (That's VEKTORGRAFIX backwards). You are now invulnerable. Hit 'L', 'D' and 'C' for some extra surprises.



IKARI WARRIORS

Type 'FREE-RIDE' for a couple of REALLY tough Rambo clones.

STREET FIGHTER

Here is another one I haven't tried. It's more strategy than a cheat. All of your opponents but the last, named Sagat, in Thailand can be dispatched by kicking them in the ankle. The technique for Sagat is 'Watch for fireballs and his long reach. Jump high, kick and retreat. Repeat this process until he falls.'

WIZBALL

Pause the game (Spacebar) and type 'RAINBOW'. Resume the game and press Space again. Now hit 'C' to fill the pot with the current color.

GIANA SISTERS

Pressing all the keys that make up the word 'ARMIN' during the game will allow you to skip levels.

CARRIER COMMAND

First pause the game with the mouse button. Then type 'The Best is Yet to be' (including the spaces - case is not important), followed by a press of the '+' key. this should give you invincible Mantas.

STARGLIDER II

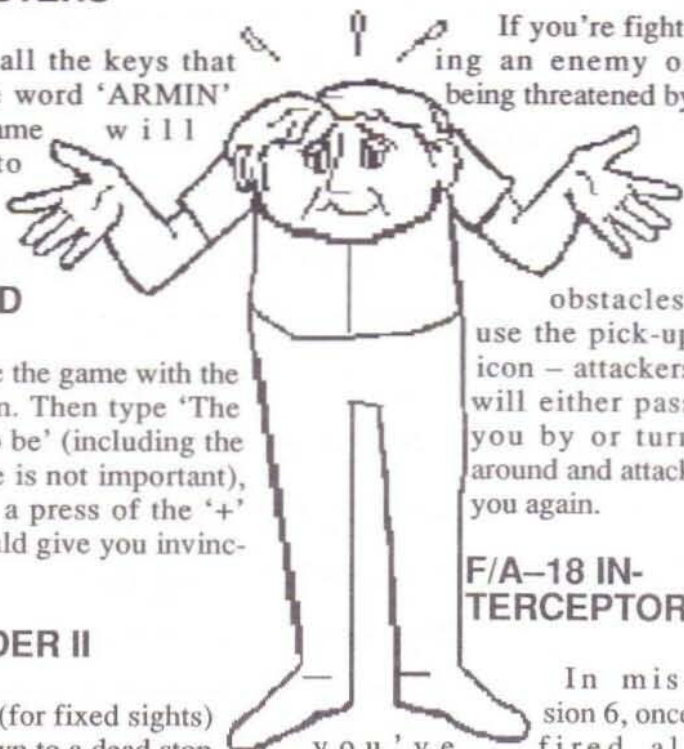
Select 'F' (for fixed sights) then slow down to a dead stop and pause the game (using the backspace key). Type 'Were on a Mission from God' (with the spaces and case also not important) and press 'l' on the keyboard. If the shield and energy levels drop to zero, the cheat mode has been activated. Press 'k' to get all the weapons (including the neutron bomb!), and when you run out, just press 'k' again.

FOOTMAN

In the first maze of "New Taste", you can hide from the

ghosts and collect points from the fruit that emerges periodically if you go to the upper left corner entrance to the tunnel.

BARBARIAN



If you're fighting an enemy or being threatened by

obstacles, use the pick-up icon - attackers will either pass you by or turn around and attack you again.

F/A-18 INTERCEPTOR

In mission 6, once you've fired all your missiles, you can land on the Shadow Sub (if it's still afloat) and it will refuel and rearm you.

S.D.I.

When you're in the Russian space station, pick one man and keep firing at him 10 to 15 times. No other men will appear and you can keep doing it until you get the girl.

{Please note: not all of these games are in general release in the U.S.A.}

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Thank you for your continual support.

S.G.S. (some good stuffs)

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MORAN'S MINUTES

August 7, 1990

The meeting was called to order at 8:00 PM by President Sammons, all Officers were in attendance.

The President reminded everybody of the Desktop Publishing SIG which will be held on the Fourth Thursday this month.

The WORLD of ATARI show in San Jose the 4th and 5th of this month, was reported on by several members. The general opinion of those who attended seemed to be the show wasn't as good as previous shows have been.

V.P. Bob Woolley said that ANTIC magazine had folded, obviously due to lack of advertisements and also lack of subscriptions. In the future ANTIC will be a sixteen page insert in START magazine. The next issue is due out September 1st.

Our illustrious (or is that illusive, illegitimate or illogical?) V.P. also brought up for discussion the extra 8 Bit equipment the club had ac-

cumulated and what to do with it. After much discussion which led nowhere, the subject was set over to the Executive Board to decide.

Bob Scholar (who claims to be the oldest DIRTY OLD MAN in the club) demonstrated the latest 8 Bit disk of the month. The disk contains the latest versions of TURBO BASIC for all 8 Bit computers. A real hot rod when compared with other basic languages, three to five times faster than ATARI BASIC. This program language was developed by an ATARI fanatic in Holland who put it in the Public Domain.

TURBO BASIC is supposed to be 100% compatible with ATARI BASIC so can be used to speed up your old ATARI programs as well as writing new programs. There is a Compiler on the disk that will give even more speed. The back of the disk contains full documentation, which is ready to print out.

Bob (D.O.M.) Scholar stated that the ABACUS club was interested in having a seminar on TEXT-PRO for the 8 Bit. As several of our members were interested, Bob will

get more information as to time & place.

After a short break and the usual crooked raffle, the meeting was adjourned at 9:35 PM.

Respectfully Submitted -
Jim Moran - Secretary

I know I can find something appropriate in our new clip art. A-HA, just the thing!
(ED)



THE END

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September 1990

SLCC CALENDAR OF EVENTS

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
						1
2	3	4 Main Meeting 8:00 P.M. San Leandro Library	5	6	7	8
9	10 ST Meeting 8:00 P.M. San Leandro Library	11	12	13	14	15
16	17 Midi Sig 8 PM	18 Journal Deadline	19	20 Publishing SIG 7:30 PM	21	22
23	24	25	26 ST Beginner's Sig 7:30 P.M.	27	28	29
30	31	Special Interest Group (SIG) leaders and their phone numbers are listed in the-Table of Contents.				

Membership Application for the San Leandro Computer Club

Yes! I would like to receive 12 months of the SLCC JOURNAL along with other membership benefits, including software discounts, training, technical assistance and much, much more - all for the low, low price of \$20.00 (or \$40.00 if I am outside the US or Canada).

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Home Phone: _____ (Optional) **Membership No.**

Computer(s) _____

Software Interests: ☐ Home Finance ☐ Desktop Publishing ☐ Games ☐ Scientific
☐ Business ☐ Word Processing ☐ Educational ☐ Music ☐ Art

Some interesting ways I use my computer: (Club members are interested in new usages for home, work and play) _____

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FROM THE PREZ-

It appears that our guest speaker for the General Meeting will be Brett Durett who, according to Jim Hood, is a basically nice guy - which is all fine and good - but, of interest to us is the fact that he is also a programmer for Electronic Arts. Brett will demo a new graphic adventure game called *IMMORTAL* by Will Harvey (famous for *ZANY GOLF*).

Don't forget that at either the General or ST meeting we will have the long anticipated report by Ralf and Steve comparing PC DITTO II and PC SUPERCHARGER.

And don't forget that at the October ST Meeting we will auction off the PC SUPERCHARGER.

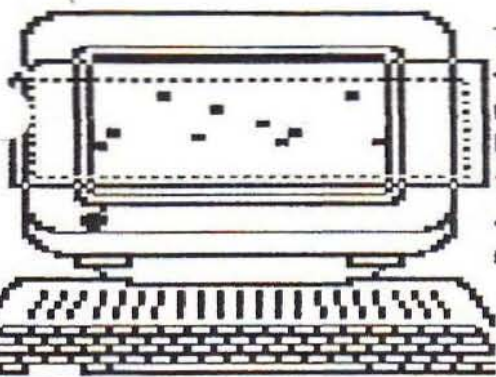
AND ALSO DON'T FORGET that we are STILL looking for volunteers for heading-up the Telecommunications SIG and assistance for the 16 bit librarian.

THANX,
KK

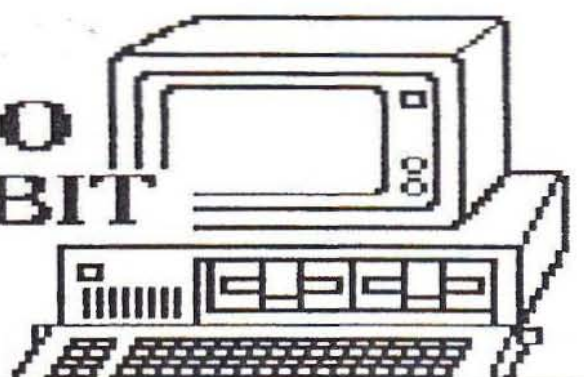
San Leandro Computer Club
P.O.Box 1506
San Leandro, Ca. 94577-0374



General Meeting:
September 4th, 1990



PRINT SHOP TO DTP 8-BIT TEXT FILES

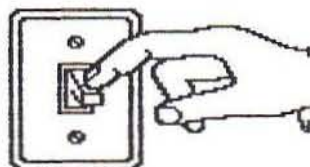


WORKING WITH PRINT SHOP

Last month, I managed to produce an adequate tool for incorporating PrintShop graphics into DTP text files. The major flaw in the system is that the data must be in DOS 2.0 format, not the oddball PrintShop configuration. For this, I suggested ShopTool from CompuServe. Only problem is that you must specify each filename to be converted. We're looking at hundreds of files here-how long will this take?? Then, I have to convert them all to my ASC format??? I should live so long!!

no problem. How about a program that converts all the programs on a Print Shop disk to the DOS 2.0 ASC format that I use in my DTP? Like that? I sure did. Converted all my PSF files in no time! Here's how it goes:

Reprinted from
SLCC Journal April/89



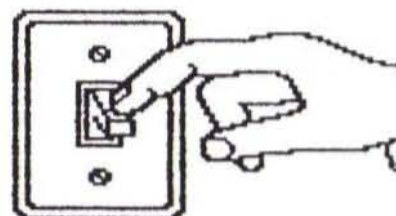
```
00 REM PSFCNU.BXL 3/25/89
10 M A$(640),S$(128),T$(128)
20 M F$(15),D$(15)
30 S$=""
40 T$=S$
50 DRIVE=2
60 REM
70 REM ** LOAD / ML **
80 FOR X=0 TO 30
90 READ D
00 POKE 1536+X,D
10 NEXT X
20 REM
30 REM ** MAIN **
40 FOR DSECT = 362 TO 393
50 GOSUB 300
60 NEXT DSECT
70 END
80 REM
90 REM ** PROCDIRS **
00 SECTOR=DSECT

10 SECTOR=DSECT
20 GOSUB 750
30 FOR D=1 TO 97 STEP 32
40 START=ASC(S$(D+16))+256*ASC(S$(D+17))
50 IF START=0 THEN END
60 REM
70 REM ** FIXDIRNAME **
80 F$=S$(D,D+7)
90 D$="D1:"
00 FOR C=1 TO 8
10 V=ASC(F$(C,C))
20 IF V<65 AND V>57 THEN 450
30 IF V<48 OR V>90 THEN 450
40 D$(LEN(D$)+1)=F$(C,C)
50 NEXT C
60 D$(LEN(D$)+1)=".PSF"
70 PRINT START,D$
80 REM
90 REM ** LOAD PSF **
00 S$=""
10 SECTOR=START
```

```
520 DEST=ADR(T$)
530 GOSUB 750
540 A$(LEN(A$)+1)=T$(1,126)
550 REM
560 REM ** NXTDSECT **
570 L=ASC(T$(127,127))
580 H=ASC(T$(128,128))
590 SECTOR=256*H+L
600 IF SECTOR<>0 THEN 520
610 REM
620 REM ** STOR FILE **
630 GOSUB 830
640 PUT#1,104:PUT#1,11
650 FOR X=0 TO 51
660 Y=(X*11)+1
670 PRINT#1,A$(Y,Y+10)
680 PRINT#1,A$(Y,Y+10)
690 NEXT X
700 CLOSE#1
710 NEXT D
720 RETURN

730 REM
740 REM ** DISK READ **
750 X=USR(1536,DEST,SECTOR,DRIVE,82)
760 RETURN
770 REM
780 REM ** OPEN D$ **
790 TRAP 790
800 CLOSE#1
810 PRINT "INSERT NEW OUTPUT DISK"
820 INPUT R$
830 TRAP 790
840 OPEN#1,R$,D$
850 TRAP 40000
860 RETURN
870 REM
880 REM ** M/L DATA **
890 DATA 104,104,141,5,3,104,141,4
900 DATA 3,104,141,11,3,104,141,10
910 DATA 3,104,104,141,1,3,104,104
920 DATA 141,2,3,32,83,228,96
```


suggested Shoplowl from CompuServe. Only prob is that you must specify each filename to be converted. We're looking at hundreds of files here-how long will his take?? Then, I have to convert them all to my ASC format??? I Should've so long!!



```

00 REM PSFCNV.BXL 3/25/89
10 DIM A$(640),S$(128),T$(128)
20 DIM F$(15),D$(15)
30 S$="":S$(128)=S$:S$(2)=S$
40 T$=S$
50 DRIVE=2
60 REM
70 REM**LOAD/ML**
30 FOR X=0 TO 30
90 READ D
00 POKE 1536+X,D
10 NEXT X
20 REM
30 REM ** MAIN **
40 FOR DSECTR = 362 TO 393
50 GOSUB 300
60 NEXT DSECTR
70 END
80 REM
90 REM ** PROCDIRS **
00 SECTOR=DSECTR

10 SECTOR=DSECTR
20 GOSUB 750
30 FOR D=1 TO 97 STEP 32
40 START=ASC(S$(D+16))+256*ASC(S$(D+17))
50 IF START=0 THEN END
60 REM
70 REM **FIXDIRNAME**
80 F$=S$(D,D+7)
90 D$="D1:"
00 FOR C=1 TO 8
10 V=ASC(F$(C,C))
20 IF V<65 AND V>57 THEN 450
30 IF V<48 OR V>90 THEN 450
40 D$(LEN(D$)+1)=F$(C,C)
50 NEXT C
60 D$(LEN(D$)+1)=".PSF"
70 PRINT START,D$
80 REM
90 REM ** LOAD PSF **
00 A$=""
10 SECTOR=START

```

```

520 DEST=ADR(T$)
530 GOSUB 750
540 A$(LEN(A$)+1)=T$(1,126)
550 REM
560 REM ** NXTDSECT **
570 L=ASC(T$(127,127))
580 H=ASC(T$(128,128))
590 SECTOR=256*H+L
600 IF SECTOR<>0 THEN 520
610 REM
620 REM ** STOR FILE **
630 GOSUB 830
640 PUT#1,104:PUT#1,11
650 FOR X=0 TO 51
660 Y=(X*11)+1
670 PRINT#1;A$(Y,Y+10)
680 PRINT#1;A$(Y,Y+10)
690 NEXT X
700 CLOSE#1
710 NEXT D
720 RETURN

730 REM
740 REM ** DISK READ **
750 X=USR(1536,DEST,SECTOR,DRIVE,82)
760 RETURN
770 REM
780 REM ** OPEN D$ **
790 TRAP 790
800 CLOSE#1
810 PRINT "INSERT NEW OUTPUT DISK"
820 INPUT R$
830 TRAP 790
840 OPEN#1,8,0,D$
850 TRAP 40000
860 RETURN
870 REM
880 REM ** M/L DATA **
890 DATA 104,104,141,5,3,104,141,4
900 DATA 3,104,141,11,3,104,141,10
910 DATA 3,104,104,141,1,3,104,104
920 DATA 141,2,3,32,83,228,96

```